

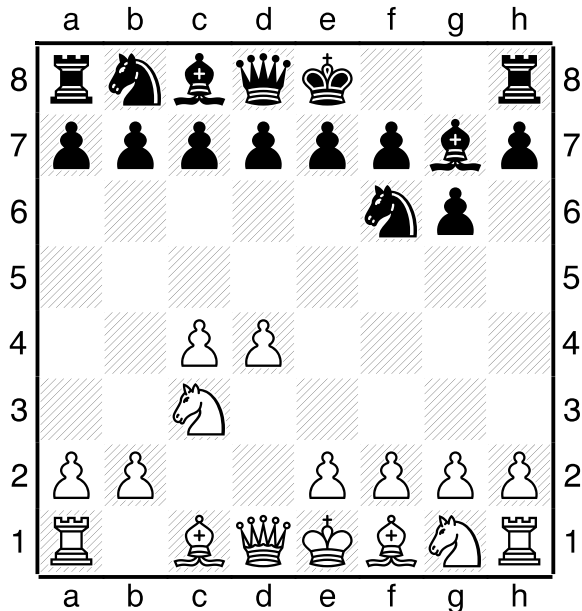
THE KING'S INDIAN DEFENCE

It starts:

1. d2-d4 Ng8-f6

2. c2-c4 g7-g6

3. Nb1-c3 Bf8-g7

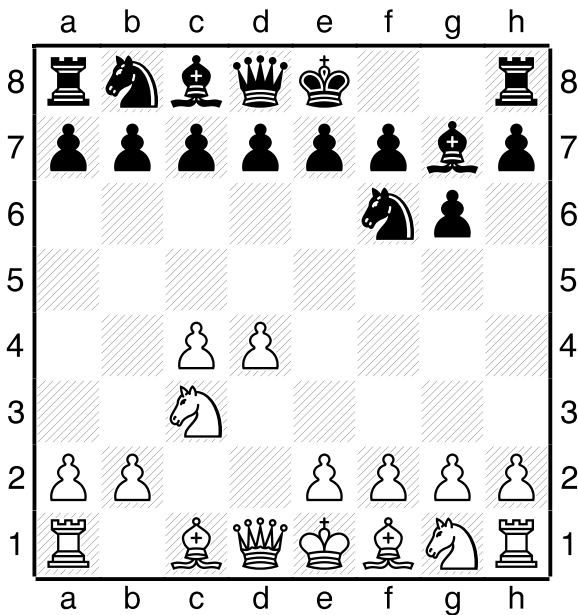


WHITE SAYS:

Fine! If you want to give me more space I'll take it. Attack me on either side of the board. See if I care. I'll refute your attack and crush you to death. My space advantage will be decisive.

BLACK SAYS:

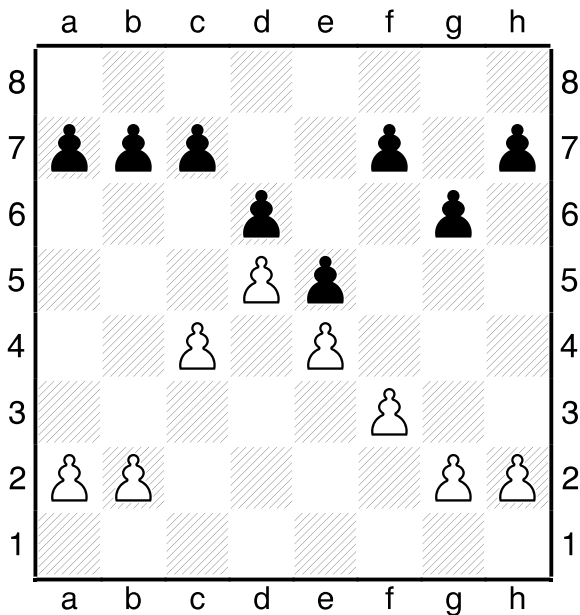
Go ahead and make my day. Build up a big pawn centre if you choose. The bigger you build it the more I'll like it. I'll attack it with e5 or c5 and smash it to pieces with the help of my g7 Bishop.



What happens next?

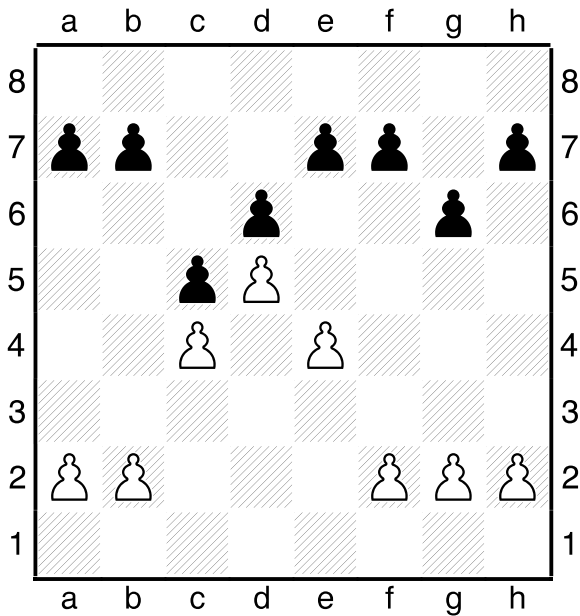
White will usually continue with e2-e4, accepting Black's challenge to build up a pawn centre. Black will play d7-d6, 0-0 and then either e7-e5 or c7-c5, depending on which set-up White chooses.

Then White will have the choice of exchanging (wimpish), pushing with d4-d5 or waiting to see if Black will exchange pawns on d4. In most games White plays d4-d5 either at once or soon afterwards.



A typical pawn formation in the King's Indian Defence after Black has played e7-e5 and White has replied d4-d5.

Black's PAWN BREAK is f7-f5 to which White will often reply f2-f3 if he has not already played that move. One plan for Black is f5-f4 and a King-side pawn storm. White will play for c4-c5 followed by a major piece invasion on the c-file or an ending where Black has a bad dark squares Bishop.



A typical pawn formation in the King's Indian Defence (or Benoni) after Black has played c7-c5 and White has replied d4-d5.

Here Black's PAWN BREAKS are e7-e6, playing in the centre, and b7-b5, which can sometimes be played as a pawn sacrifice, playing on the Queen side. White's PAWN BREAK is e4-e5, which will usually be preceded by f2-f4.

Ideas for White:

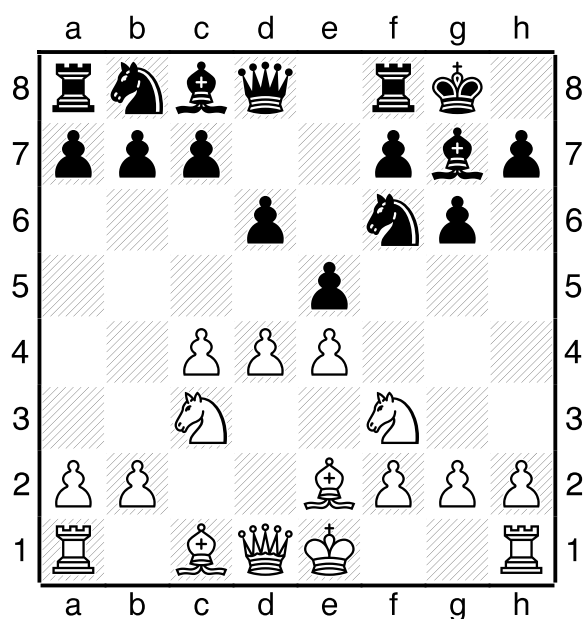
1. If you close the centre with d4-d5 go for your PAWN BREAK as quickly and efficiently as you can.
2. If you've played d4-d5 don't close the position on the side of the board where you're attacking.
3. Where Black has played e7-e5 and you've played d4-d5 head for an ending where Black has a bad dark squared bishop.
4. If you have a space advantage try to avoid exchanges.
5. In some positions you can meet f7-f5 with e4xf5, but make sure Black cannot activate his g7 Bishop.
6. If you're playing Bc1-e3 and Qd1-d2 make sure you have a pawn on f3 or h3 to prevent Ng4.

Ideas for Black:

1. If White closes the centre with d4-d5 go for your PAWN BREAK as quickly and efficiently as you can.
2. If White has played d4-d5 don't close the position on the side of the board where you're attacking.
3. If White plays e4xf5 it's nearly always right to recapture with your g-pawn, not with a piece.
4. After e4xf5 g6xf5 consider a pawn sacrifice to activate your g6 Bishop.
5. If White plays f2-f3 in reply to f7-f5 throw your g- and h-pawns down the board. Be prepared to sac a piece to break down his defences.
6. If White plays Bc1-e3 in the opening the best reply, if it doesn't lose a piece, is Nf6-g4.

THE CLASSICAL VARIATION

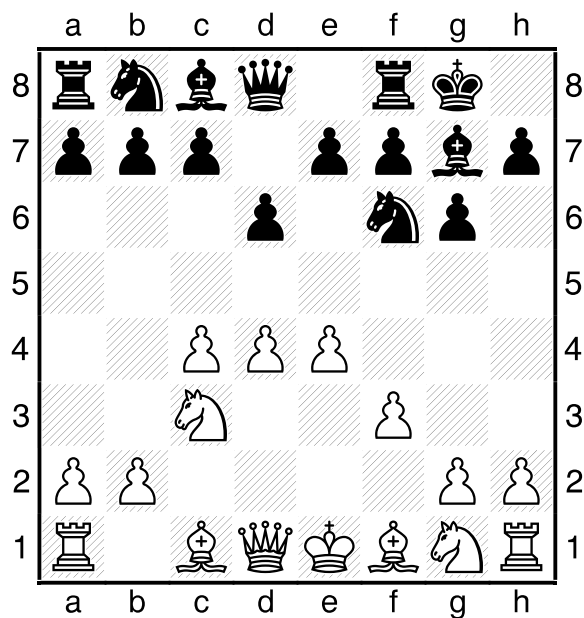
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Ng1-f3 0-0
6. Bf1-e2 e7-e5



White's most popular set-up and an important tactical point. If 7. d4xe5 d6xe5 8. Nf3xe5, Black regains the pawn with a good position after Nf6xe4! (unmasking the g7 Bishop). The main line continues 7. 0-0 Nb8-c6 8. d4-d5 Nc6-e7. Other 7th moves are d4-d5 and 7. Bc1-e3. 7. d4xe5 is playable but boring.

THE SAEMISCH VARIATION

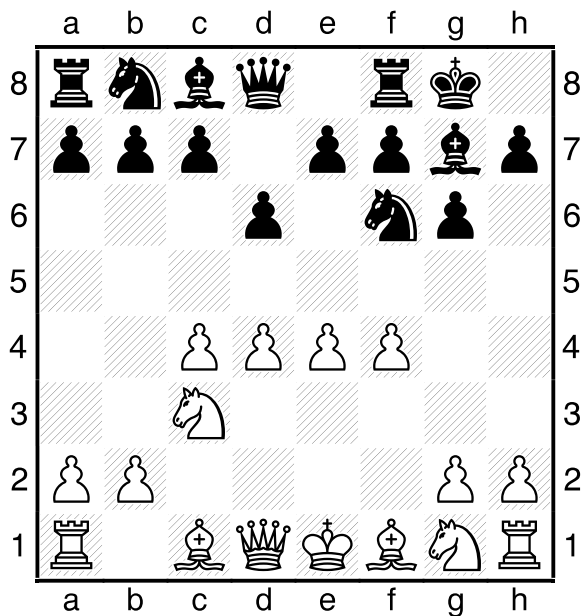
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f3 0-0



A strong and solid variation for White. In addition to his usual plans he has the idea of a King-side attack with Bc1-e3, Qd1-d2, 0-0-0, h2-h4, g2-g4, h4, Be3-h6 as in the Sicilian Dragon. Possible moves for Black after the usual 6. Bc1-e3 are the immediate 6. e7-e5 and 6. Nb8-c6, followed by a7-a6, perhaps Ra8-b8 and/or Rf8-e8 followed by either b7-b5 or e7-e5.

THE FOUR PAWNS ATTACK

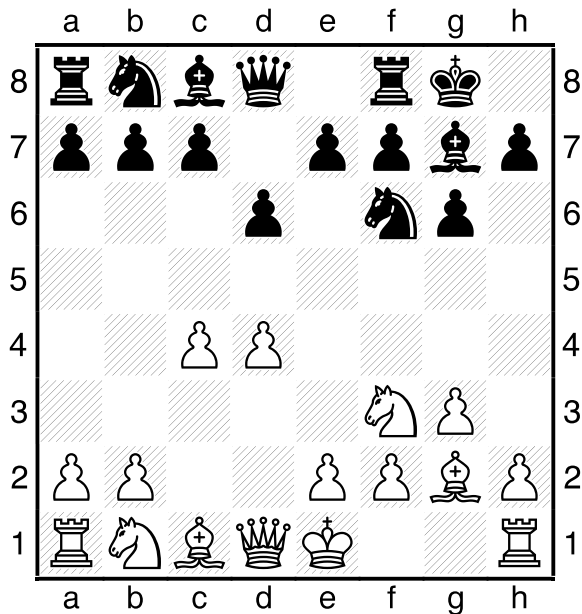
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f4 0-0



White's most aggressive formation. After the usual 6. Ng1-f3 Black's safest line is 6... c7-c5, and if 7. d4-d5, e7-e6 attacking White's big centre immediately. This line can be very dangerous if Black doesn't know how to meet it, but other, slightly less ambitious variations give White more chance of a lasting advantage.

THE FIANCHETTO VARIATION

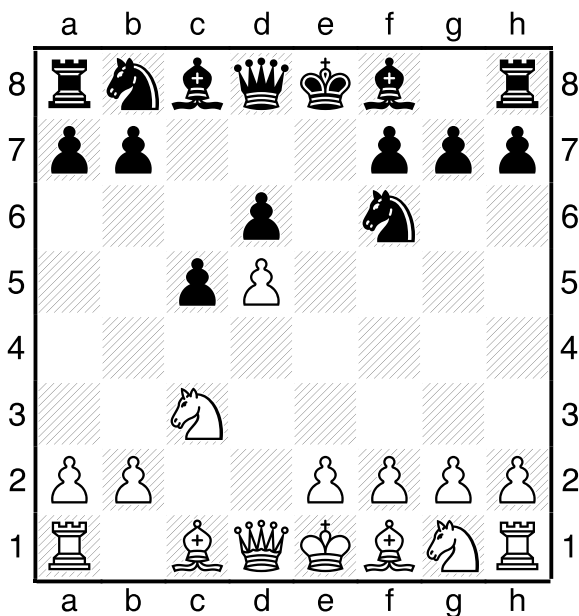
1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 0-0



A safe line for White, slightly less ambitious than the others we've looked at. White develops his King side quietly without over-committing himself in the centre. After 6. 0-0 Black can play Nb8-d7 to prepare e7-e5, the immediate c7-c5 or Nb8-c6.

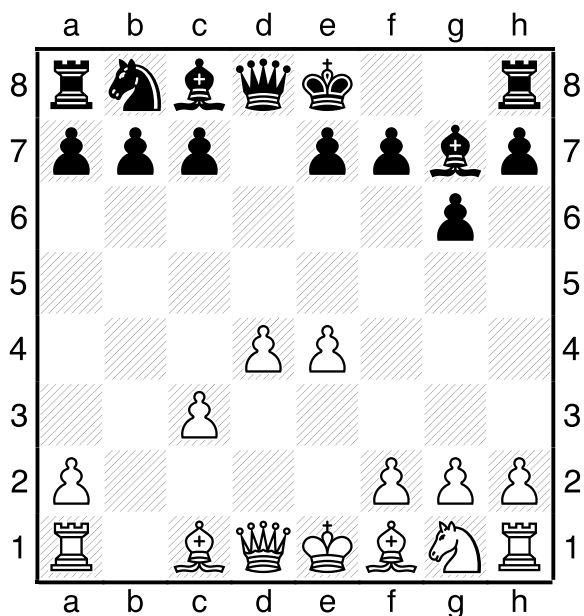
There are several openings in which Black plays an early c7-c5, following up with g7-g6 and Bf8-g7 if White, as he usually does, plays d4-d5.

The most popular of these is the MODERN BENONI, which starts 1. d2-d4 Ng8-f6 2. c2-c4 c7-c5 3. d4-d5 e7-e6 4. Nb1-c3 e6xd5 5. c4xd5 d7-d6, followed by g7-g6 and Bf8-g7 with play on the long diagonal, the e-file and the Queen side (with the pawn break b7-b5).



A related opening is the BENKO GAMBIT, where Black sacrifices a pawn to get his pawn break in at once: 1. d2-d4 Ng8-f6 2. c2-c4 c7-c5 3. d4-d5 b7-b5, and if 4. c4xb5, a7-a6 with open lines on the Queen side for the major pieces and a strong Bishop on g7.

An opening which starts like the King's Indian Defence but is based on a very different idea is the GRUENFELD DEFENCE. After 1. d2-d4 Ng8-f6 2. c2-c4 g7-g6 3. Nb1-c3 Black plays d7-d5. The main line continues 4. c4xd5 Nf6xd5 5. e2-e4 Nd5xc3 6. b2xc3 Bf8-g7 when White's centre looks very strong but Black plans to attack it with c7-c5.



**KING'S INDIAN DEFENCE
CLASSICAL VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Ng1-f3 0-0
6. Bf1-e2 e7-e5
7. 0-0 Nb8-c6

**KING'S INDIAN DEFENCE
PETROSIAN VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Ng1-f3 0-0
6. Bf1-e2 e7-e5
7. d4-d5 a7-a5

**KING'S INDIAN DEFENCE
AVERBAKH VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. Bf1-e2 0-0
6. Bc1-g5 c7-c5

**KING'S INDIAN DEFENCE
FOUR PAWNS ATTACK**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f4 0-0
6. Ng1-f3 c7-c5

**KING'S INDIAN DEFENCE
ORTHODOX SAEMISCH**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f3 0-0
6. Bc1-e3 e7-e5

**KING'S INDIAN DEFENCE
SAEMISCH PANNO**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 Bf8-g7
4. e2-e4 d7-d6
5. f2-f3 0-0
6. Bc1-e3 Nb8-c6
7. Ng1-e2 a7-a6

**KING'S INDIAN DEFENCE
CLASSICAL FIANCHETTO**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 0-0
6. 0-0 Nb8-d7
7. Nb1-c3 e7-e5

**KING'S INDIAN DEFENCE
YUGOSLAV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 0-0
6. 0-0 c7-c5
7. Nb1-c3 Nb8-c6

**KING'S INDIAN DEFENCE
PANNO VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Ng1-f3 Bf8-g7
4. g2-g3 d7-d6
5. Bf1-g2 0-0
6. 0-0 Nb8-c6
7. Nb1-c3 a7-a6

**GRUENFELD DEFENCE
CLASSICAL EXCHANGE**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. c4xd5 Nf6xd5
5. e2-e4 Nd5xc3
6. b2xc3 Bf8-g7
7. Bf1-c4 c7-c5

**GRUENFELD DEFENCE
MODERN EXCHANGE**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. c4xd5 Nf6xd5
5. e2-e4 Nd5xc3
6. b2xc3 Bf8-g7
7. Ng1-f3 0-0

**GRUENFELD DEFENCE
SMYSLOV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. Ng1-f3 Bf8-g7
5. Qd1-b3 d5xc4
6. Qb3xc4 0-0

**GRUENFELD DEFENCE
Bf4 VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. Nb1-c3 d7-d5
4. Ng1-f3 Bf8-g7
5. Bc1-f4 0-0
6. e2-e3 c7-c5

**GRUENFELD DEFENCE
SCHLECHTER-SLAV VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 g7-g6
3. g2-g3 d7-d5
4. Bf1-g2 Bf8-g7
5. Ng1-f3 0-0
6. 0-0 c7-c6

**MODERN BENONI DEFENCE
MAIN LINE**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 e7-e6
4. Nb1-c3 e6xd5
5. c4xd5 d7-d6
6. e2-e4 g7-g6
7. Ng1-f3 Bf8-g7

**MODERN BENONI DEFENCE
MIKENAS VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 e7-e6
4. Nb1-c3 e6xd5
5. c4xd5 d7-d6
6. e2-e4 g7-g6
7. f2-f4 Bf8-g7

**MODERN BENONI DEFENCE
FIANCHETTO VARIATION**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 e7-e6
4. Nb1-c3 e6xd5
5. c4xd5 d7-d6
6. Ng1-f3 g7-g6
7. g2-g3 Bf8-g7

**BENKO GAMBIT
MAIN LINE**

1. d2-d4 Ng8-f6
2. c2-c4 c7-c5
3. d4-d5 b7-b5
4. c4xb5 a7-a6
5. b5xa6 Bb8xa6
6. Nb1-c3 d7-d6
7. Ng1-f3 g7-g6